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ARE COMBOS WORTH THE SKILL DEEDED?

With the introduction of auto combos (button tap combos), it seems the infamous MK juggles may not be worth the effort. For example, Scorpion's 7-hit jump kick. Teleport, Spear and auto combo is 33 percent damage. However, a simple turnaround punch and the same auto combo is also 33 percent! For most characters, the juggles and special moves aren't more damage and are even lower. This new auto combo system does add variety but may be

too easy. These combos may give players a chance who haven't joined the MK craze, but it seems they are too easy for the damage they do and frustrate some who favor the juggles.



Are special move combos really worth the effort?





Special thenks to Howard Q, and Sushi-X filthe great strategy insights and text, to Road and Moe for the doughouts: to Soot for colorgeologies and the Tylerial and froat important and the Tylerial and froat important.

PIGHTING AGAINST THE COMPUTER

The computer plays defensively to an extreme. In fact, you can move back and forth from a certain distance and the computer opponent will just mimic you and won't attack unless you move in



too close. Beware of the computer's too perfect. Itming and the defensive playing that stops you from jumping or running in. The computer still seems to fall for certain combos, loops and traps.



Due to the computer's nature, you can simply tap back and forth and keep the computer still until time runs out.



THE RETURN OF THE ENDURANCE

The much-liked or dreaded Endurance rounds from MK Lare back! Play defensively by tricking the computer (see computer section) or rely on your best combo

strings to take out the characters quickly. You only have one bar of energy so play conservatively and don't beat yourself by getting too anxious and jumping in.



Remember, play the rounds just as defensively as the computer. Only attack when the computer sets itself for a clear open attack!



THE TREASURES OF SHAO KAHN

One of the most unique features is the reward system for beating the computer or playing a tournament. The different "rewards" are listed to the right. To access the first four, win on Beginner Mode. Each of the other three gains you two more spots on

the bar shown. The finally two slots are accessed by wining the big eight-player PUSH START 99 WINS:00













THREE DIDJAS AND A IDASIY



As expected, there are tons of secrets surrounding this game (especially the "Toasty Man"). Keep an eve out for other playable characters, like Rain and human Smoke, Check out the pic on the left.



SCORPION



are auto combos, his classic combos aren't as devastating. A useful tactic is to jumo kick players out of the air and teleport into a combo.

Remember: his air throw can be done very low to the ground if you step in close and do the move fast. He is still as tough as ever and is sure to be popular.

SECRETS ПF THE MOVES



His spear works well in combos but can be used if you lure people in a few places. Move to jump kick distance and block any projectile then throw the

spear. Also, be sure to check the distance when teleporting so you don't get trapped in a corner. His Teleport Punch is quick

and a great defense.



STRATERIES COMBO The classic combo (jump kick, T.P., spear, upper-

cut) is not as powerful as before since his turnaround punch and auto combo is the same damage (33 percent). His best combo technique is to jump kick players out of the air and set up the combo.

J1 (28 percent) -Jump kick, Spear, Uppercut

C1 24 percent: Hp, Hp, Hk, B+ HK C2 24 percent: Hk. Hk. Lk. Lk







Also try: C3 (33 percent): Turn around punch and C1 or C2

J2 (33 percent): Jump punch, Teleport Punch, Spear, C1 or C2













KITANA







her Fan Raise combos are only a few percent greater than just a High punch hop kick or a simple standing high kick. She remains strong due to the air Fan Toss.

MOVES SECRETS THE



Her Fan Raise is a good defensive move, but it's not very effective since all combos from it are very weak. Her best move is her Fan Toss since it can

be done in the air and can be used with a jump kick as

a quick one-two combo. Be sure to use the Square Wave especially if players jump back.

combo STRATEGIES

Her best bet is a turn-around punch into an auto combo. However her jump kick, air Fan Toss, hop kick is still very effective. Unfortunately, she has many Fan Raise combos but the damage is really

low (from 22 to about 30 percent). J1 (30 percent): Jump kick, Fan Toss, Hop kick





Also try: C3 (33 percent): and C1 or C2



Turn around punch C1 23 percent: Hp, Hp, B+Lp, F+Hp C2 23 percent; Hk, Hk, Lk, B+Hk

J2 (30 percent): Fan Raise, Jump kick, Fan Toss, run and Hp, Jump kick, Fan Toss

















JADE



Protection is

Star moves.

tough to use but can be very devastating. She is more of a defensive character because of her proectile move and her many

her killer auto combo: she wouldn't be that popular. Her stars are a great asset but she doesn't have very original moves. The Projectile

nr THE MOVES SECRETS



catch them off quard. A great trick is to time the Projectile Protection well. If you can use it

massive auto combo.



C1 23 percent: Hk, Hk, Lk, B+Hk J1 21 percent: Jump kick, Glowing kick

on the boomerand star to combo

STRATEGIES She has a simple one-two with a jump kick and Glowing kick, but it is useless when compared to a jump punch into her seven-hit auto combo. Damage varies for computer, see below.) Use the Projectile Protection to set up her auto combo.

C2 (33 percent): Turn around punch into C1











C3 (34-42 percent): Turn around punch, Hp, Hp, D+Lp, Hk, B+Lk, B+Hk

















REPTILE



He is the most improved due to multiball techniques, Before, his Energy Balls were very predictable and slow. With some good judgment, you can trap people with his



Energy Balls and his fast Acid Spit. Those who liked him before but thought he was too limited will be very happy to see he is really tough.

SECRETS OF THE MOVES



almost useless Elbow Charge, his other moves are great for zoning and trapping players. Use fast and slow Energy Balls to jug-

gle players or combine it with an Acid Spit to pin players back, Also, his Slide can now be used after many jump kicks especially in combos.

COMBO STRATEGIES

His auto combo is decent, but his pop-up combo into a Hp, jump kick and slide does more damage. He is one of the few characters where his "real" combo causes more destruction than an auto combo. Use the ball juggles to rack up lots of damage

J1 (39 percent): Turn around punch, C2, hop kick, Slide













C1 23 percent: Hp, Hp, Hk, B +Hk C2 18 percent: Hp, Hp, D + Lp

J2 (36 percent): Energy Ball, Hp, Hp, Energy Ball Hp, Jump kick, Slide













and projectile attacks (in his case a fireball). Once he is found he is a quick favorite due to his aggressive nature of

combos and teleports.

SECRETS H MILVER



His Invisibility Slam is a very unique move that sets up a big combo but, it's very predictable and is best used in a combo. He also has a quick Teleport

bit as strong as Scorpion

with his quick teleports

Punch like Scorpion's that is used that same way Avoid projectiles with the teleport or take advantage of its nature by jump kicking into it.



C2: Hk, D+Lp, D+Hp

COMBO STRATEGIES

The best combo incorporates his short auto popup combo into a jump kick, Teleport Punch, Inviso Slam, HP, HP and Fireball. Also keep an eye out to jump kick players out of the air so you can quickly do the Teleport Punch combo.

C1: Hp. Hp. B+Lp. Hk. Lk











J1: Hk, D+Lp, D+Hp, jump kick, Teleport punch, Inviso Slam, Hp, Hp, Hop kick















MILEENA







sister, she has quick one-two combos with her Sai shots that are very easy to do. Learn to use her Roll and you can play both defense and offense.

SECRETS OF THE MOVES



be done at many different heights so use them to play keepaway. Also, use it as a quick one-two combo. On jumping foes you can still

Her Sai Shots can



jump kick and Sai, Her Roll is probably the best in combos after a jump kick, or use it defensively right when a character is about to land.

COMBO STRATEGIES

Her auto combo is rather damaging but try her jump kick, Roll, HP, Roll and a HK or try to add a hop kick into the Sai Shot. This looks impressive but her quick one-two combos from a kick into a roll or Sai shot are her strengths.













J1: Jump kick, Roll, run in Hp, Roll, Hop kick











SUB-ZERO

He was thought, to be a cheap character due to the unblockable Ground Ice. It is a good trap to keep players on the move. He is very deadly with the addition

of his auto. combo that can now be

used inside of his old one. Play him just like before using the Ground ice and the ice Blast to catch your opponent off

MOVES



The Ice Blast is still a great trade for any projectile, use it. to trade hits and gain the upper hand. The Ground Ice is still a good technique to make your

opponent psyched out and cause them to jump back into a Ice Blast or into a standing high kick. Learn to zone with the ice move and fake them into it.

STRATERIES

C1: Hp. Hp. D+Lp. D+Hp C2: Hp. Hp. B+Lk. B+Hk. F+Lk

J3: Ice Blast, Jumn kick, Ground Ice, Turn Hop kick, Slide



COMBO

Similar to his old combo, using a jump kick Ground Ice, you can now add an auto combo (see below). In addition he has a similar refreeze combo (in the air) like new Sub-Zero. This isn't necessarily more damaging, but it is rather cool looking after a freeze.





Also trv: J2: Ice Blast, Hp, Ice Blast, Jump kick,

Use his auto combo after a Ground lo









CHANGES FOR THE BAD OLD BOYS

NIGHTWOLF



quicker after a jump kick. Normally it is the same speed but with a kick it's twice as fast

KABAL



He had the most damaging combo and became an instant favorite. Now the damage

for his infamous combo is nearly halved to slow him down a bit.

KANG



He has a new popup combo (into a jump kick, fireball, Flying kick) but it still does less damage than his auto combo!

8-11 N Y A



Start with a turn around punch, HK, HK, HP. HP. U+ LP. hop kick. and Leg Grab for eight hits

and nearly 50 percent damage!

SEKTORZSMOKE

The Teleport kick now tracks you. If you jump back, it will follow you as well as if you jump in and are coming down.

This adds a new bit of strategy to him and Smoke as well.

EMBAX



His bombs got a bit excessive. He can only have two on the screen at a time. Also notice

that if you fight in the desert. Cyrax is still in the background even if you play as him.

STRYKER

The Gun move (B,F+HP) is great in



a combo. grenade or the Do his auto combo to pop Baton Throw.

KANO Kano's

new Upward Ball (F.D.F+ HK) was

to remove any



charge time associated with his other

put in the game Roll. It can't be used in combos

HANDLING THE REST OF THE BANG

Although there are new and more lethal fighters in Ultimate Mortal Kombat 3, don't forget about the 15 original fighters of Mortal Kombat 3. Some of the original fighters have new moves and combos, but many of their moves have not changed in the upgrade. Check out these next two pages for strategy on your favorite fighters.

STRYKER



Try to set up his new Gun combo-it's devastating. Also, use his different grenades to keep enemies pinned.

Ուвнтшосг

The Axe Uppercut comes in handy against opponents jumping in at you.



BINDEL



Sindel's Scream is her greatest asset due to its wide range. Catch them and combo

CABAX



Using the net alone is rough. Combine a couple of bombs with the energy net to trap players in it

JAK



ball and Ground Slam from far away. From close up, use his air throw or great high kick

KADD

Always charge the Cannonball move and release it after a lump kick or anytime a player is just walking. His Blade uppercut is a ven effective counter to most jumping players



6 U B - Z E B O



Zone

deadly. Using his ice show er on characters who teleport vertically (Sheeva, Kung Lao) it is a great way to

counter attacks. When an opponent jumps toward you, use the Ice Clone to freeze them him or her.



BUUA



counter close-up moves, and try to set up her new 50 percent combo!

BHEEVA

Sheeva's Ground Stomp is difficult to avoid and the opponent has a nanosecond to react. Her

legs have a longer range than the average kombatant, so she has the upper hand on jump kicks.

SEKTOR Use his



prevent players pulling off other moves or combos. Try using this with a Teleport kick.

KABAI.



After any jump kick o an up close counter



SMAKE





Smoke's strong point is his teleport and spear Without them, he is nothing. When executed: the teleport and uppercut combo takes of a good amount of energy.

SHANG TSUNG



His Flame Eruptions is good when catching someone not blocking, but his triple fireball is a great juggle on players jumping in or away. Use the fireballs to pin foes back

LIII KADE

He has the best uppercut to zone.

and fastest onetwo combos (jump kick to any special) Use his low fireballs and great

KHDB LAD

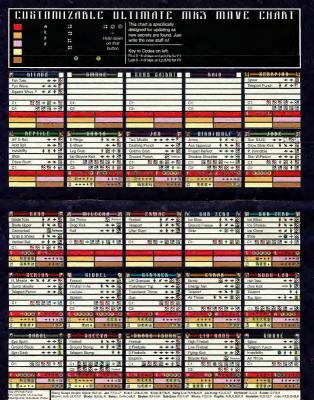
Use his Diving kick after a jump kick for a quick one-two combo. Also, trick players by jumping back and doing a



low Dive kick. His teleport is okay but gets very predictable

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